

NINJA COMMANDO™

STORY

"Spider", a merchant of death, plans to involve the future world in a swirling battlefield, disturbing the past with his time machine. Now Ninjas worldwide will unite to protect history from "Spider's" evil plan.



NINJA COMMANDO HOW TO PLAY



- (JOYSTICK) MOVEMENT
- (A BUTTON) SHOT (POWER INCREASES BY PRESSING A BUTTON CONTINUOUSLY.)
- (B BUTTON) BACKWARD SOMERSAULT
- (C BUTTON) NINJA TRICKS (CONSUMES SOME POWER)
- (D BUTTON) NOT USED
- (B → A) BACKWARD SOMERSAULT WITH THROWING KNIFE (KNIFE THROWN OPPOSITE THE JOYSTICK MOVEMENT)

TIME OUT

CRANES

Skill tester features.

- ▶ Only top quality laminate, solid plywood and armour plate glass are used in the construction for maximum safety and security.
 - ▶ Proven, reliable Belgian crane mechanism.
 - ▶ Electronic coin mechanism programmed to accept 1 and 20 cent coins. Electronic display shows number of credits for coin deposited.
 - ▶ Brilliant neon display attracts customers.
 - ▶ Prize storage facility within the cabinet.
 - ▶ Specially designed prize display lighting makes fun items look even more attractive.
 - ▶ Illuminated control buttons provide ease of operation.
 - ▶ Electronic prize counting aids reconciliation, and anti-theft prize chute provides security.
 - ▶ Optional nudge control.
 - ▶ Specially moulded floor to enhance watch and jewellery displays.
 - ▶ Perspex fence allows maximum display of soft toys.
 - ▶ Available in a range of attractive coloured laminates.
 - ▶ High capacity cash box.
 - ▶ Smooth-running castors.
- Physical dimensions - width 685mm.
depth 980mm.
height 1990mm.
- Electrical supply - 230 volts plus or minus 10%.
50 Hertz plus or minus 1%.
- Power consumption - 500 watts approximately.
- "Music and flashing neon sign congratulate every winner!"



NOW IN STOCK

Accepts \$2 and \$1 coins (plus 50c, 20c, 10c)



CHAMPION EDITION

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

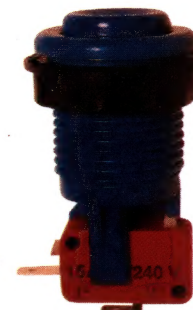
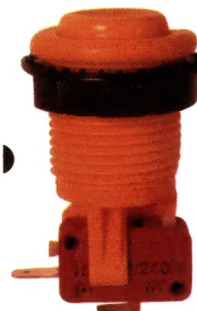
TIME OUT

**New
Release**

MCA 003 Pushbutton Assembly

Export Quality Checklist

Superior Design Features	✓
Worldwide Compatability	✓
Reliability	✓
Material Selection	✓
Ability to Supply	✓
Competitive Pricing	✓
Ongoing Support	✓



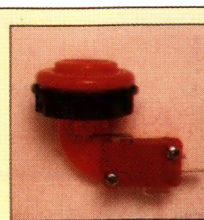
Our Objectives

At Multicoins we are dedicated to producing quality products of unique and usefull design to give maximum reliability and long trouble free use for the Coin Machine Operator.

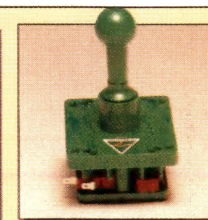
An instrumental factor in helping us acheive our objectives has been the support of the Australian operator, we sincerely thank you for this ongoing support.

Features:

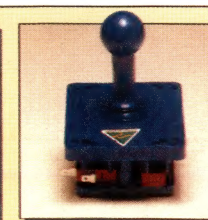
- Micro Mounting vertical or horizontal all in one
- Quality Nylon constuction
- Stainless Steel Spring
- Fits Wooden or Metal Panels
- Available in seven colours



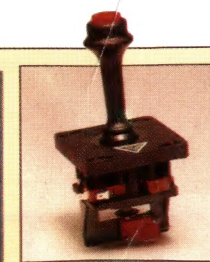
MCA 002



MCA 101 (E)



MCA 101 (B)



MCA 101 (D)

CLASSIFIEDS

SELL

PCB's

1 Aliens	\$600
1 Attax (puzzle game)	\$600
1 Arch Rivals W/C/Loom	\$500
1 Block Block W/C	\$1300
1 Blood Brothers	\$800
1 D/D 3	\$400
1 Dragon Ninja	\$250
1 Final Blow	\$800
2 Final Fight	\$900
1 Golden Axe	\$550
1 Hatris	\$250
1 Heavy Barrel W/C	\$450
1 Karate Blazers	\$1390
2 King of Dragons	\$1450
1 Last Day	\$750
1 Lightening Fighters	\$800
2 Magic Sword B Boards	\$300
1 Magic Sword	\$650
1 Major Title	\$950
1 Pang	\$450
1 Rally X	\$200
1 Search & Rescue	\$350
1 Simpsons (4 player)	\$1200
1 Sky Adventure	\$500
1 Sky Soldier	\$400
Streetfighter II	\$1700
1 Toki	\$450
1 Twin Cobra	\$450
1 Vigilante	\$150
1 US Navy	\$900
1 Willow	\$600
1 World Cup 90	\$450
5 Wrestle Fest	\$1100
2 Xexex (2/p E/W/ Shooter)	\$1100
Call: Your local agent	

NEO GEO CARTRIDGES

Super Spy	\$300
Ninja Combat	\$350
Cyber Lip	\$400
Crossed Swords	\$250
20/20 Baseball	\$600
Nam 75	\$400
Baseball Stars	\$400
League Bowling	\$400
King of Monsters	\$400
Magicians Lord	\$300
Fatal Fury	\$600
Burning Fight	\$400
Sengoku	\$400

ACCESSORIES

2 600 wide steel panels complete	
3 player	\$200
500 wide steel panels complete	
2 player	\$140
500 wide chaston panels complete	
1 player	\$70
5 steel doors, second hand with ave.	
MK4 coin mech	\$130
1 steel doors, second hand with 4 ave.	
MK4 coin mech	\$280

CABINETS - UPRIGHT

chaston 500 wide steel door, ave. mech, excellent condition	\$1200
1 Operation Wolf steel door, ave. mech, excellent condition	\$1200
5 JPM Pound Rush, gamblers, elec. mech, 2-3 years old	\$500
3 JPM note shoot, gamblers, elec. mech, 2-3 years old	\$500
Call: Your local agent	

All PCB's listed are ex operation, please allow 1 to 3 days for delivery. Please add GST to all prices.

TEST REPORTS

Australia

Dedicated Games

1. Konami 'X-Men'
2. Atari 'Mad Dog McCree'
3. Jaleco 'B.O.T.S.S.'
4. Namco 'Starblade'
5. Midway 'Terminator 2' Gun
6. Namco 'Final Lap 2'
7. Sega 'Air Rescue'
8. Namco 'Four Trax'
9. Atari 'Steel Talons'
10. Sega 'Rad Rally'

Conversion Games

1. Capcom 'Streetfighter II' CE
2. Capcom 'Streetfighter II'
3. Capcom 'Knights of the Round'
4. Capcom 'Captain Commando'
5. SNK Neo Geo 'Fatal Fury'
6. SNK Neo Geo 'Soccer Brawl'
7. Video Systems 'Aero Fighter'
8. Konami 'G.I. Joe'
9. Capcom 'King Of Dragons'
10. Capcom 'Final Fight'

Pinballs

1. Bally 'The Addams Family'
2. Williams 'Terminator 2'
3. Bally 'Party Zone'
4. Bally 'Gilligan's Island'
5. Williams 'Hurricane'
6. Bally 'Dr. Dude'
7. Williams 'Earth Shaker'
8. Bally 'Harley Davidson'
9. Williams 'The Machine'
10. Williams 'Riverboat Gambler'

USA

Upright videos

1. Capcom 'Streetfighter II' CE
2. Midway 'Terminator 2'
3. Konami 'Sunset Raiders'
4. Data East 'Captain America'
5. Midway 'Super High Impact'
6. Taito 'Double Axle'
7. Leland 'Indy Heat'
8. Taito 'Space Gun'
9. Namco 'Steel Gunner'
10. Capcom 'Captain Commando'

Conversion Games

1. Capcom 'Streetfighter II'
2. Atari 'Relief Pitcher'
3. Midway 'Total Carnage'
4. SNK 'Fatal Fury'
5. Strata 'Rim Rockin' B-Ball'
6. Capcom 'Knights of the Round'
7. Technos 'Wrestle Fest'
8. SNK 'Mutation Nation'
9. Fabtek 'Raiden'
10. Konami 'Turtles II'

Pinballs

1. Midway 'Addams Family'
2. Williams 'Getaway'
3. Williams 'Terminator 2'
4. Data East 'Hook'
5. Data East 'Batman'
6. Data East 'Star Trek'
7. Williams 'The Machine'
8. Gottlieb/Premier 'Surf 'n' Safari'
9. Williams 'Fun House'
10. Williams 'Hurricane'

Japan

Table Videos

1. Capcom 'Streetfighter II' CE
2. Video Systems 'Aero Fighter'
3. Capcom 'Streetfighter II'
4. Namco 'Cosmo Gang, the Video'
5. SNK 'Quiz-Dragnet II'
6. Sun Electronics 'Shanghai II'
7. Dynax 'Quiz TV Variety Show'
8. Video System 'Power Spiker'
9. Seibu 'Raiden'
10. SNK 'Soccer Brawl'

Upright/Cockpit Videos

1. Taito 'Double Axle'
2. Namco 'Driver's Eye'
3. Sega 'Air Rescue'
4. Midway 'Terminator 2'
5. Namco 'Final Lap 2 (Deluxe)'
6. Sega 'Rail Chase'
7. Jaleco 'Grand Prix Star'
8. Sega 'F1 Exhaust Note'
9. Sega 'Super Monaco GP Twin'
10. Atari Games 'Steel Talons'

Pinballs

1. Williams 'Hurricane'
2. Data East 'Star Trek'
3. Williams 'Terminator 2'
4. Data East 'Batman'
5. Midway 'Gilligans Island'



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
 Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
 Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
 South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

WANTED!

Mad Dog McCree

REWARD



REWARD

American Laser Games and Betson deliver
the most exciting amusement game in years!

TIME-OUT

CLASSIFIEDS

BUY

Terminator Pinballs

Call: (03) 338-1411

SELL

PCB's

- Spinal Breakers
- Vimania
- Task Force Harrier
- Vandyke
- Rampart
- Mustang
- Ninja Clowns
- Hatris
- High Impact
- Birdy Try
- WWF
- Willow
- Aliens

Complete with mylar/loom

OFFERS

Call: Your local agent

SELL

PCB's

- Dangar
- POW
- Defender
- Ghost and Goblins
- Twin Cobra

OFFERS

Call: (03) 338-1411

SELL

PCB's

- Simpsons 2/4 player \$950
- Blockout (kit) \$450

Call: Your local agent

SELL

VIDEO PARTS

Controls

Clinker (4/8 way convertibles) \$15 each

American leaf controls \$15 each

Buttons

Video game buttons (built in micro switch)
\$2 each complete

Korean leaf game buttons (complete)
\$2 each complete

8" colour tube/monitors complete
\$200 each complete

Call: Your local agent

SELL

1979 Atari	Hercules	\$2000
1984 Williams	Space Shuttle	\$2000
1985 Premier	Gold Wings	\$1800
1986 Williams	F14 Tomcat	\$2000
1986 Bally	Motorhome	\$1500
1988 Data East	Torpedo Alley	\$2700
1989 Williams/Bally	Police Force	\$2600
1989 Williams/Bally	Mousen Around	\$2600
1989 Williams/Bally	Blacknite 2000	\$2600
1990 Williams/Bally	Diner	\$3600
1990 Williams/Bally	Riverboat Gambler	\$3600

1990 Williams/Bally	Whirlwind	\$3600
1990 Data East	Phantom of Opera	\$3600

1991 Data East	Simpsons	\$3950
1991 Data East	TMNT	\$3700

Call: Your local agent (1)

SELL

- 1 Phoenix Table Top - good condition \$375
- 1 Ghouls & Ghost \$450
- 1 Final Lap 2 26" twin sit down driver
\$20,000 o.n.o

Call: Your local agent (1)

WONDER EGGS

graphics that are as realistic as possible, and on this game, Namco delivers.

In Japan, looking one's best, whether for business or pleasure, is de rigueur. Namco has spared no expense in this department either. Approximately one hundred and fifty part time staff have over 13 different varieties of costumes to choose from. High quality personal service is also demanded, and on holidays and other busy occasions, the number of staff is increased to meet the needs of the moment.

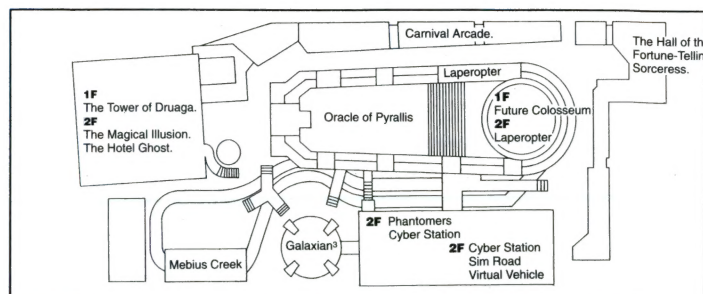
No amusement complex would be complete without a snack shop serving four star quality meals and Wonder Eggs is no exception. Three fast food shops serve everything from hamburgers to ice cream. There are also traditional carnival attractions such as novelty photo shops, where you can have your picture taken in a wedding dress. Of course, a number of souvenir shops dot the inside of Lapero Market, offering a number of different toy character goods. Despite the presence of fast food restaurants and shops, Namco recognizes that Wonder Eggs isn't really set up for formal dining and that some people may wish to go outside the park for a bit to eat. Therefore, a special stamp, invisible to the naked eye, is given to everyone as they enter the gates. With this stamp, they can go out and reenter as many times as they like. So far, the response to this system has been very favourable for all concerned.

YEARLY SALES OF \$18.5 MILLION.

Plans for the immediate future call for a few changes and modifications over the next several months. Around July, Namco will introduce a new 2 seater ride in the Time Factory zone. This vehicle will have a life-like screen making it a "Virtual Vehicle" of sorts. In Lapero Plaza, they have plans to introduce The Hall of the Fortune-Telling Sorceress. In this hall, a witch with mystical powers can predict your future and tell you more about yourself than you may ever want to know! The exact date of availability hasn't been decided upon as of press time, but it will most likely be sometime this summer.

With a wide variety of customers, from mothers with young children in the morning to college students and couples at night, Wonder Eggs is attracting a wide customer base. Since the park is open relatively late, until 10 p.m., the early evening hours afford those out on dates the opportunity to have fun together for a fraction of the cost at, say, Tokyo Disneyland. The most important thing, Namco emphasizes, is to just have fun and relax. In a high stress urban environment, such diversionary amusements are becoming more important than ever. As the amusement industry combines itself with other entertainment forms, these kinds of integrated entertainment centres will no doubt increase. For now, the reaction to Wonder Eggs is quite favourable. At an investment of nearly US\$37 million, Wonder Eggs is well on its way to achieving the yearly sales goal of US\$18.5 million. As

technology and marketing strategies continue to evolve into the 21st century, it will become more and more important to recognize the value of such integrated complexes. Namco has begun to pioneer the way now.



Comments

MAY SCHOOL HOLIDAYS

These seem to have gone reasonable for many operators although not as well as last year. Operators who are running games on \$1 play (Streetfighter II - CE and Addams Family) have certainly found substantial increases in initial revenue. It is certainly much easier to count \$1 coins.

DOUBLE STREETFIGHTER

Peter O'Reilly from Amusement Machine rentals (Palmerston North) sent this picture of his double cabinet 'Streetfighter'. One pcb and the advantage of two cabinets (American imported 26") certainly takes the money.



AUCKLAND THEFTS

PCB's and indeed whole cabinets continue to be stolen here. In some cases local kids are setting up video games at home and when a new game arrives, they 'add' it to their collection. But the rest of the time these units are taken to supplement the round of some other operator.

One operator I spoke to recently had three Streetfighter pcb's taken over the last three months (while the location was open).

Any operator with a small effective 'alarm' system for games - please ring.

ADDAMS FAMILY PINBALL

While Terminator 2' pin and gun lead the field in earnings (at \$1 per game) the new Bally 'Addams Family' has certainly created some new income figures.

For those operators who still will not operate pinballs because they are different/troublesome - you are right - they are.

BUT they earn and continue to do so.

The new breed of pinball is the growth sector for our industry into the next century.

THE INNOVATION IN VIDEO/PINBALL OPERATION

The most significant development over the last two years within our industry. The development that involves a one-off expense only and no 'new' investment is not the 26"/33" screen or the 'new' pcb's that come and go.

It is the development of the electronic coin acceptor. A change machine in each game that makes the operator independent of the change facilities of each location. The electronic coin acceptor insures you get ALL THE IMPULSE business in each location, allows you to offer bonus play, removes the problems of stringing and increases your reserve.

We operate and sell the NRI range of acceptors and recommend them to all our customers.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

NEW PCB's NOW IN STOCK

PRICE INCLUDES: MYLAR AND TWO PLAYER LOOM

Streetfighter 2 Champion Edition

\$2690

(Capcom, 2 player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- The trilogy continues with this improved/updated version of the hit game from 1990.

X-MEN

(Konami, 6 player dedicated) (This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Dedicated 6 player cabinet with proven American and Australian test income (reports page 18 & 19)

Mad Dog McCree

- complete game as displayed with 33" monitor
- the top earning game in the U.S.A. over 12 months
- electronic coin acceptor - coin cascade quality cabinet
- constant player repeats make this a must for any major location (preview page 8 & 9)

NEO-GEO ONE SLOT KITS

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

\$2230

NEO-GEO TWO SLOT KITS

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

Now for the first time in N.Z. SNK have made available their two slot units in kit form.

Two slot kit complete with free game. \$2650

Two slot kit complete with two games. \$2800

(One of your choice and one of ours.)

NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

Ninja Commando

- Martial arts fighting game \$760
- with special 'sub title features'

Baseball Stars 2

- The original popular baseball game with updates \$760

Mutation Nation (Neo-Geo cabinets only)

- Street fighting type of game \$760

Last Resort (Neo-Geo cabinets only)

- Space shooting style of game with horizontal scrolling action \$690

Football Frenzy \$690

Robo Army \$480

Thrash Rally \$480

8 man \$400

Burning Fight \$400

King of the Monsters \$400

Crossed Swords \$200

Fatal Fury (Neo-Geo cabinets only)

- Top streetfighter II action \$690

- The best game to date

Soccer Brawl (Neo-Geo cabinets only)

- Top soccer Action \$690

ADD G.S.T. TO ALL PRICES IN THIS BOOK

WONDER EGGS

players must cooperate closely, or it will be very difficult to win. It should be pointed out that since this machine debuted, technological improvements, including a higher quality of graphics on the Wonder Eggs version, have taken place.

Right behind Galaxian³ drawing the attention of the visitors was a piece of old fashioned technology developed specifically for the Wonder Eggs park: The Future Colosseum. This is a variation on the ever popular bumper car attractions and a good way to let out your frustrations after you've been through a Japanese rush hour. A total of 16 cars are on a track as players try to ram into each other. However, the purpose of the game is not merely to hit another car. You are also playing a game of tag. Each car starts out with 500 points. At the beginning of the game, a computer randomly selects one car to be "it". The person who is "it" must strike another car, and when he does, that car becomes "it". The car who is it must strike quickly, as the longer he is it, the more points are subtracted by the computer. If a normal car strikes the car that is it, then that car gets points added on to their score. The competition continues in this fashion for a fixed period of time. When the game is over, the person whose car has the most points is the winner. Each car is also equipped with a computer which transmits data on where you are in relation to the outside red line and the centre.

DIFFERENT GAMES FOR DIFFERENT GROUPS.

While these kinds of high tech games draw many among the younger set, Namco hopes that a lot of families will visit the park. To this end, Lapero Plaza, with its more traditional carnival style amusements, is drawing many different kinds of people. Popular games such as Wani Wani Panic, where you have to hit alligators

with a hammer and Cosmo Bazooka, in which the player must destroy UFOs, are both crowd pleasers. Kentucky Derby, Cup Ball, Frog Bog and Lucky Monkey are just some of the other low tech games designed for children of all ages. A total of nine different games are available. If groups are playing, the winner will receive a special Namco plush toy character. To help keep the games moving along and provide encouragement to the players, a "master of ceremonies" (games?) stands in front of a microphone offering an animated performance. There are actually very few one player games at Wonder Eggs. In almost stereotypical Japanese fashion, the emphasis is on the "group" player. The purpose of the games, according to Namco, is to facilitate group communication and interaction. Of course, there were also quite a number of people who came by themselves and there are plenty of attractions to keep them entertained. In particular, Cyber Station was set up to meet the gaming needs of the individual. There are a total of 100 different machines set up, including such classics as Galaxian and Pac Man, which provide players with a spectrum of past and present hits. Other games include the "Namco Gallery" of games such as Cosmo Gang, Golly Ghost, and the ever popular Steel Gunner. These large scale games for the individual continue to enjoy a high level of popularity in both Japan and abroad.

On the second floor of the plaza building is the latest driving simulation game everyone is talking about. To Americans used to open highways and easy access by car to just about anywhere, such a fanatical interest in driving games may be difficult to comprehend, but in Japan, the number of roads where you can 'floor it' is almost nonexistent. Hence the reason for the popularity of the Sim Road driving simulation machine. With life-like graphics, this machine offers the thrill of the open road in a compact space. Japanese customers demand

WONDER EGGS

broad range of amusements. As Chairman Mr. Nakamura has repeatedly stated, the company, as well as the industry, is moving from one of traditional amusement to diverse entertainment. The actualization of this transition is visible in Wonder Eggs. The name itself is also symbolic of this shift. When asked why this name was chosen, Namco officials replied that the creation of a new type of entertainment warranted a new type of name. "Wonder", which suggests new discoveries, encounters, and surprises was deemed appropriate. An egg represents the first stage of life, and as such, the possibility of growth and advancement. Therefore, it was felt that the two words together would create the desired image. Namco also stressed that this theme park is not just for children. No matter the age group or generation, entertainment is something that everyone can enjoy, and the purpose was to create an entertainment complex that would appeal to a wide audience who could participate in various amusement forms as often as they liked.

Another unique feature of Wonder Eggs is the payment system. Inside the park, cash is strictly forbidden. Instead, a prepaid card called a Wonder Ticket must be used. In the Lapero Forest, currency is exchanged for small "eggs" which are worth around 10 yen each. At the carnival game section, carnival coins, which can be purchased for 20 eggs (a 200 yen value), are used to play all of the games. These carnival coins are slightly larger than a U.S. 50 cent piece. With an attractive design and a heavy weight, they can make one feel quite wealthy. However, you can't take them home with you! Your prepaid card will record the day's activities, and you may take the card home as a memento of your day.

GALAXIAN' PACKS 'EM IN.

Let's now take a look at the park and at some of the more popular amusements. First of all,



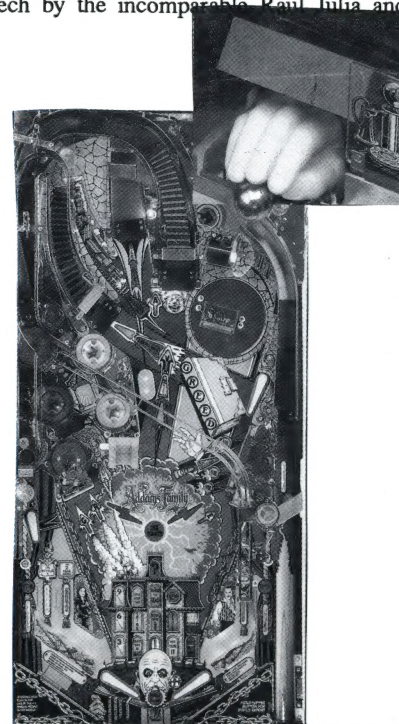
The entrance to Galaxian³, one of the most popular VR attractions in Japan

the one attraction that drew the largest crowds also drew rave reviews at the Osaka International Flower Exposition two years ago. This was the Galaxian³. The fighting action game, which gives the participants a Star Wars-like experience, is one of the most up-to-date VR pieces available. With a height of four meters and a diameter of 12 meters, this 360 degree screen game encircles the 28 players, who sit in a circle facing a screen. When the game begins, enemy spacecraft shoot across the sky, firing laser beams at your ship. (Ed. note- For a complete description of Galaxian³, see JAM, December, 1991). This is one of the most popular VR pieces to have yet come out, and Namco takes special pride in having developed a computer graphics technology that allows so many people to participate at one time. Throughout the action, there is always the question of whether or not twenty eight people can actually band together, formulate an effective strategy and defeat the enemy. This extra element adds a degree of excitement and uncertainty not found in traditional video games. If you can destroy all of the enemy ships, then the game is over. No matter how good one individual player is, however, all twenty eight

THE INSIDE VIEW

It's a universally beloved and instantly recognizable creation that has endured for over 50 years. From original cartoon drawings in The New Yorker Magazine to a campy, classic television series in the '60's, THE ADDAMS FAMILY now comes to pinball with all the humour and theatricality that has made it world famous.

THE ADDAMS FAMILY pinball is the Movie with a full musical score that will have players snapping their fingers for more, speech by the incomparable Paul Julia and



Anjelica Huston, brilliant graphics, and dazzling effects highlighted by some of the most spectacular imagery ever presented in Pinballs state of the art Dot Matrix Display.

For playfield action and features, THE ADDAMS FAMILY proves not only that weird is relative, but that here's a machine truly in a class by itself, built to deliver and sustain the kind of exceptional earnings you've come to expect from today's generation.

Players will be mesmerized by an array of such phenomenal attractions such as an electric chair, revolving bookcase, treasure vault, swamp, graveyard, train wrecks, Cousin It and an appearance by Thing himself who ably lends a hand to all the fun. But there's still more with a mansionful of amazing awards that include the Mamushka, Seance, Fester's Tunnel Hunt, Raise the Dead and the ultimate Power of THE ADDAMS FAMILY.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

COIN MECHANISMS

The heart of the matter

THERE are as many as 40 million coin mechanisms actively taking coins safely into cash boxes around the world. The figure is of necessity imprecise, because like so many statistics applied to the coin-operated amusement and gaming machine industry, few are official and most are little more than gut-feelings.

Some markets are comparatively well documented, however. Japan, for example, has six million coin machines working, the US is reckoned to have five million and the UK 1.5m.

How do they break down, however? Is the market expanding or contracting? What are the technological advances in the business? Unfortunately, most of the suppliers to the industry are more coy than anyone we have previously met. They love other peoples' statistics, engulfed in press releases extolling the virtues of their products, but duck the direct questions.

Others, fortunately, are a little more forthcoming and we have managed to piece together some kind of a picture of the size and shape of the market.

The international market is served by Japan, Italy, the US, Germany and the UK in the main, with manufacturers spending the majority of their time fighting each other for market share and the counterfeiter who becomes more ingenious every day.

Generally, the manufacturers are winning their battle against the fraudsters, who are usually small-fry "fiddlers" out for a quick buck and rarely band together for systematic "milking" of machines in gangs. The arrival of solid-state technology to the coin mechanism business did much to assist in validation and cheating is widespread but



lacks sufficient depth to cause more than localised aggravation.

The problems are usually more technical and social. The manufacturers plead for greater consultation from government treasuries in the size, shape and metal content of coins, as well as in the specific denomination prepared for the marketplace. They quest a closer co-operation with mints on an international basis to ensure that cross-border problems do not exist. When the Irish coinage separated in value from UK currency, operators in Northern Ireland were cursed with a flood of southern Irish 5p and 10p coins, for example. Similarly, for a long time German coin machines were taking British 5p coins in place of the Dm1 coin.

The problem is repeated around the world and short of some kind of universal conference decision to co-operate, it is an international problem which will not go away.

The biggest sectors of users are vending machines, telephone machines, parking meters, amusement machines, gaming machines and ticketing and transport, probably in that order. How they break down in terms of percentages is a woolly area, but the first four are probably considerably more

WONDER EGGS

It is a time of Darkness. In a world ruled by evil spirits, people have forgotten the simple joys of imagination and entertainment. Into this age of despair, the beautiful goddess Eros and the 4 headed dragon Pyrallis descend. They disappear into the Lapero forest. From the eggs of Pyrallis, a long forgotten idea, that of amusement, appears, and mankind rediscovers the concept of pleasure. In this creation, the people can forget their worries.

FOUR UNIQUE ENTERTAINMENT SECTORS.

Right away, those who enter Wonder Eggs know that they are in for something special. Against this fantasy motif, the customer begins the Wonder Eggs adventure by descending into Lapero Forest which has been divided, in keeping with the theme, into four separate areas.

At the beginning of our adventure, we come upon the Dragon's Castle zone. The first thing that catches our eye is the Tower of Druaga, an imposing structure that resembles a medieval European fortress. The ghosts of those murdered by the evil spirits have returned to haunt the Tower, and as we move along the inside, we are treated to a series of magical illusions that will take the breath away.

Leaving this tower of darkness, we next happen upon the Marketplace of Lapero. Here, a futuristic colosseum with 16 bumper cars stands out. The rules in this area are simple: adults must become children and enjoy the carnival-style action games.

Next comes Eros Plaza. For many people, this will no doubt be the most interesting part of the park, as the Carousel of Pyrallis stands out as the centrepiece and a double decker bus, called the Laperopter, is available to guide people around.

Finally, we come to the Time Factory. Here, the Galaxian active simulator, with a giant 360

degree screen attached, offers 28 people the thrill of a lifetime.

Another attraction *Eros Plaza - Visions of Camelot*

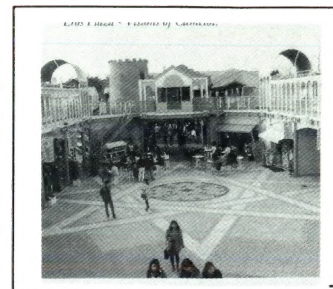
drawing a crowd is the Sim Road driving simulation game. By making use of the Eunos Roadstar, a real Japanese car, Sim Road offers a super realistic road experience. Finally, we come to the large-scale space Cyber Station, an amusement form that offers thrill seekers a chance they won't soon forget. Namco has paid special attention to the overall zone layout of the park and has tried to make it as natural as possible. The four zones are connected by river called Mobius reek, which encircles the park like a snake.

Perhaps the most unique characteristic of the new location is that there are 15 varieties of attractions, that can be enjoyed. This definitely sets Wonder Eggs apart from other theme and large scale amusement parks. However, one doesn't just ride the attractions as is the case in a typical pavilion based park. Many of the rides and attractions are designed so that participants feel as if they are the hero in some science fiction movie. Each person has his/her own individual experience, and one person's experience may be completely different from someone else's. This last point is something that Namco has built into the philosophy of park.

WHAT'S IN A NAME?

"Namco=Game centres." This is the image that the company is striving for.

In order to achieve this perception in the public's mind, Namco is diversifying into a



COIN CABINETS/PARTS

DRIVER PARTS

Steering Wheels	
Gearsticks	\$110.00
Atari steering combs	\$35.00
Outrun steering springs	\$20.00
Taito gear stick (for SCI/Chase HQ) - metal	\$45.00
Taito gear stick buttons	\$25.00
Taito steering motors/gearbox	\$400.00
Sega 5k pots (suitable drivers/guns)	\$48.00

TOYS

Standard Size	\$2.55
200 plus	\$2.45
600 plus	\$2.40
Jumbo Size	\$9.00

AIR HOCKEY TABLES

Pucks	\$12.00
Bats	\$25.00
Plastic Shields	\$140.00

PINBALL PARTS

FLIPPER

Flipper base assemble (B13104)	\$18.00
End of Stroke switch (03-7811)	\$13.00
Coil stop assemble (A12-111)	\$8.00
Coil bracket (01-7695)	\$8.00
Coil plunger spring (10-376)	\$3.00
Coil (FL-11630)	\$35.00
Coil Sleeve	\$2.00
Coil Bushing (03-7568)	\$6.00
Pawl Assembly	\$40.00
Flipper crank	\$8.00
Flipper link (03-8050-1)	\$3.00
Flipper link assembly	\$15.00
Flipper & Shaft complete	\$25.00

JET BUMPER ASSEMBLY

Bumper ring assy. (A-4754)	\$12.00
Bumper Base (03-6009-A5)	
Bumper Wafer (03-6035-4)	\$5.00
Bumper Body (03-7443-5)	\$8.00
Bumper Cap (03-8254-9)	\$10.00
Coil (AE-26-1200)	\$20.00

DISPLAYS

7 Digit alpha/numeric	\$170.00
16 Digit alpha/numeric	\$240.00
6 Digit gas discharge	\$90.00
7 Digit gas discharge	\$95.00

BALL SHOOTER

Shooter Spring	\$5.00
Rod Spring	\$4.00
Shooter Housing	\$50.00
Rubber Shooter tip	\$1.00
Rod Assembly	\$30.00
Ball Shooter Sleeve	\$4.00

RUBBERS

Flipper - new long life	\$4.00
Flipper - standard	\$2.00
Plunger tips	\$1.00
Rubbers:-	

Size	Unit	10+	Size	Unit	10+
3/4"	1.30	\$11	3"	\$2	\$18
3/8"	1.30	\$11	3 1/2"	\$3	\$28
1"	1.90	\$16	4"	\$4	\$38
1 1/4"	1.90	\$16	4 1/2"	\$5.50	\$50
1 1/2"	1.90	\$16	5"	\$4	\$38
2"	\$2	\$18	5 1/2"	\$4	\$38
2 1/2"	\$2	\$18	6"	\$4	\$38

BULBS

	Unit	10+
Wedge bulbs 14 volt	1.95	\$17.00
Wedge bulbs 6.3 volt	1.50	\$13.00
Standard	.90	\$7.00

GENERAL PARTS

Pinball feet	\$12.00
Pinball front door lock/bracket	\$25.00
Pinball cash box	\$50.00
Drop Target return springs	\$1.50
Mini target microswitches	\$12.00
Posts	\$4.00
Pinball Kicker Armature Links (03-8085)	\$2.00

COIN MECHANISMS

The heart of the matter

prolific than the remainder.

All of them have relative longevity, especially now that electronic mechanisms permit multi-coin validation. Even the most volatile and "high fashion" sector, amusement machines, generally demands reasonably lengthy site-life as so many of the cabinets in use are of the universal type. A coin mechanism might be expected to perform for as long as 10 years, presuming coin denominations remain constant, and many of them do work happily for that length of time.

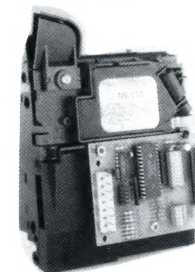
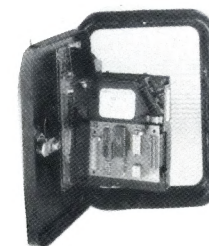
The fact that the most frequent cause of "downtime" on any coin-operated machine is in coin-handling, is generally not the fault of the manufacturer nor of the design and capacity of the mechanism. There is simply no budgeting for a bent coin, coil of wire or a can of Coke tipped into a slot; they may resist giving a play, but they can hardly be expected to withstand the abuse.

And how many coin mechanisms are there on the market? The figures differ wildly, from as low as 30 million to as high as 80 million and all from supposedly reliable sources closely involved in manufacturing and distributing for that specific industry.

The figures for the coin-operated gaming and amusement machine industry are a little more solid. It would appear there are around 1.8 million in the EC and around 2.2m. within the whole of Europe. As some of those machines have more than one mechanism (one for cash, one for tokens, for example) the actual number of coin mechanisms throughout Europe for coin-operated gaming and amusement machines could be as high as 3.0 million.

In the US the figure is around 1.5 million and Japan a little lower. These being the principal international markets for amusement and gaming machines, the world market may currently consist of about 8 million coin mechanisms. The life expectancy is quite high, probably longer than the machine which actually houses the mechanism, and informed estimates put the annual market in coin-operated amusement and gaming machines at about 800,000. These are shared by some fairly big companies, including Mars, Coin Controls, and Maggi Coniatore in Europe, National Rejectors and Coin Acceptors in the US, and companies such as Asahi Seiko and Himecs in the Far East. There are others, of course, including some fairly aggressive newcomers such as Micro-systems of Australia.

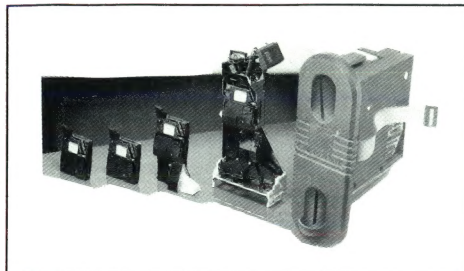
Most of the international market, remains mechanical in terms of technology, perhaps as



Video door, credit board and coin mechanism now as a complete package from Mars Electronics International.

COIN MECHANISMS

The heart of the matter



The Micromech from Australia - a major new trend

much as 75 per cent of it, but most of the new sales outside of the USA are in electronic mechanisms. The American market, crippled by the absence of a Dollar coin, remains stoically mechanical single-coin entry, while much of the rest of the advanced markets have already moved on to multi-coin validation.

The market is seeing a great deal of innovation, with Smartcards, credit cards and advances within the tighter confines of coins. Tokens are still minor, although in the new eastern bloc countries of Europe there is an artificial fillip for tokens because often there is nothing else to put into machines. The advantages of tokens remains largely the absence of coins and therefore the absence of break-ins, but similarly, tokens may be less security conscious and therefore more wide-open to fraud.

Smartcards are making an impact in the market place, although it is still early days and the degree of penetration in terms of potential cannot yet be assessed. What most operators of amusement machines rate as a downside to Smartcards is the absence of the "casual coin" the passer-by might find in his pocket and put into the machine. It needs a conscious effort to buy and use a Smartcard.

But as no-one has yet put a figure or percentage "take" of a casual coin it is equally difficult to assess. Smartcards do give security without the necessity of having a great deal of coins in the machines.

Credit cards are also coming in, especially for validating telephone calls, but there have been some difficulties in American states which permit gambling in controlling debts run up with credit cards, which is holding back that sector of the business.

The arrival of the on-site reprogrammable electronic multi-coin entry mechanism—notably the Micromech from Australia—may provide a major new trend in the business as time goes on. The expected introduction of a Dollar coin in the US will also inevitably lead to the use of multiple-coin entry in that market and open it up to new business.

What-ever happens on the inter- national scene, the coin acceptor is going to be around for a long time. The bill acceptor has been with us for some years but without major penetration, except to a small degree in the US. The interesting thing is that up to the early 1970s many countries used coins which had been in existence for anything up to 50 years. Since then the rate of change in coin denomination has accelerated wildly. All of that is good for the mechanism manufacturers.

National Rejectors occupies a large share of the estimated eight million coin mechanisms world market.



COIN CABINETS/PARTS

CONTROLS

Controls (Rotary type)		\$110.00
Controls (MCA) type	1 off	\$30.00
	10 off	\$28.00
	50 off	\$25.00

BUTTONS

Button (MCA) type	1 off	\$6.00
	10 off	\$5.50
	50 off	\$5.00
Dummy buttons (plugs)	1 off	\$4.00
	10 off	\$3.00
MCA button micro switches		\$3.00

POWER SUPPLIES

-15 amp switch mode/subboard	1 off	\$110.00
	10 off	\$90.00
-15 amp switch mode	1 off	\$80.00
	10 off	\$70.00
- subboard with leds		\$30.00

COIN MECHS - ELECTRONIC

NRI G13-1404		\$395
NRI G13-1002		\$300
NRI G13-0004		\$300
NRI Front plate only		\$30
Universal Credit PCB		\$110
Credit Display Units		\$75

COIN MECHS - MECHANICAL

Coin Mechs (Video Game)	1 off	\$55.00
anit strimming	10 off	\$50.00
-Pinball Type (\$10)		\$50.00
-Pinball (\$10)	\$1 / \$2	\$75.00
mech return spring		\$4.00
Front stainless plate (chaston cabinets)		\$20.00
Ave coin mech (20c/50c)		\$130.00
	10 off	\$110.00
		\$12.00
Coin Mech. microswitches		\$12.00

KORTEK TUBES/MONITORS

Tube/Monitor/Transform 26"	1 off	\$890.00
(Kortek Original)	10 off	\$790.00
Tube/Monitor/transform 20"	1 off	\$480.00
(Kortek Original)	10 off	\$430.00
Kortek 20" Tube		\$260.00
Kortek 20" Monitor		\$260.00
Kortek 26" Transformer		\$60.00
Kortek 26" Tube		\$495.00
Kortek 26" Monitor		\$455.00
TV 20" transformer		\$45.00

CONTROL PANELS COMPLETE -

STANDARD OR 500m WIDE		
* Available in different colours		
Single Player complete		\$120.00
Double Player complete (3 button)		\$190.00
Double Player panel - neo geo style		\$230.00
Taito Japan (3 button)		\$200.00
Three Player complete (3button)		\$300.00
Four Player Panel Wooden		\$445.00
Four Player Panel Wooden/overlay		\$500.00
Four Player Panel - metal N/G		\$500.00
Panel Mylar Overlay		\$80.00
Streetfighter panel		\$250.00

CONTROL PANELS/ METAL WORK

Single Player/Double Player	\$45.00
500m Wide	\$45.00
Taito Japan	\$70.00
Three Player	\$90.00
Four Player wooden base/metal top	\$225.00
Four Player metal- neo geo style	\$275.00
Control Smooth Top bolts/nuts	\$1.00
Control Panel Clamps	\$ 8.50

CABINET GLASSES

Screened		
20" standard		\$40.00
Unscreened		
20" standard		\$25.00
26" standard		\$30.00

CABINET PARTS

Coin Counter complete with PCB	\$40.00
Coin Counter	\$20.00
Counter PCB	\$20.00
Cash Box Door	
(Metal single / Double mech.)	\$85.00
(Metal 4 coin mech.)	\$95.00
Cash Boxes	(slide type)
	(Taito type)
	\$30.00
Metal cash box surrounds/stainless lid	\$110.00
Wheels (each)	(long life)
	\$15.00
Locks	(barrel type)
	\$11.00
	(Cuboard type)
	\$12.00
Speakers	\$20.00

FLUORESENT FITTINGS

Complete	\$45.00
Tubes (12")	\$8.50
Tubes (18") long life	\$10.00
Starters	\$ 2.00
Choke	\$15.00

GENERAL PARTS

Blank Mylars	\$20.00
Printed Mylars (any name)	\$30.00
Lexon Panels (each)	\$ 8.00
Header Panel angle	\$8.00
PCB holders (plastic)	1 off \$20.00
	10 off \$16.00
Degaussing wands	\$150.00
Arch Rival Control Rubbers	\$25.00

MINI LOOMS

Complete mini loom - 1 player	\$35.00
Complete mini loom - 2 player	\$40.00
Complete mini loom - 4 player	\$55.00
28 way edge connector	\$ 8.00
22 way edge connector	\$ 7.50
18 way edge connector	\$ 7.00
Mini loom plug	\$ 4.00

SECURITY BARS

Taito (NZ) Cabinets	\$40.00
Pinballs	\$40.00
Special bolt only	\$35.00

Quantity / Indent discounts on All Parts



STREETFIGHTER II - Intercity Series

During the month of April a Streetfighter II Tri Series Competition was held between three teams from Wizards Wellington, Wizards Lower Hutt and Fun & Games Palmerston North. The venue was Wizards Lower Hutt on a Wednesday evening and a crowd of about 50 people added to the excitement.

The Wellington and Lower Hutt teams were selected after an in-house competition in each Arcade, and the Palmerston North team had followed that up with a competition ladder run weekly.

The format had four players in each team playing eight games each against all members of the opposing team. This resulted in a total of 48 games being played with one point being awarded for each win.

The Lower Hutt team lodged a protest with the

Racing Committee against Palmerston North accusing them of flying in a ringer from Japan. His name was YOSHINORI (we think his surname was Capcom). The protest was thrown out and Yoshinori sailed on to win all eight of his games and the title Champion of Champions.

Anaru from Wellington was the next highest point scorer with seven wins and Anthony from Lower Hutt came in a brilliant third with six wins. The team result was a repeat of the above with the 'Yoshinori Capcom' inspired team from Palmerston taking out the Auld Shield with:

Fun & Games	Palmerston North	18 wins
Wizards	Wellington	16 wins
Wizards	Lower Hutt	14 wins

As this is being written the Challengers are already regrouping for the upcoming CHAMPION EDITION re match.



Winning Palmerston North team
Top: Yoshinori, John (team manager) Bottom: Jun, Wick, Willis.

Queen Street, AUCKLAND

Taking a walk down Queen St. in the May school holidays and it is hard to believe that the Auckland City Centre is supposed to be dying a slow retail death as shoppers follow international trends and stay in the suburbs.

Certainly when I went into Fun City (owned and operated by Roger & Alice Newman since before most of us were born) there seemed to be plenty of people playing the

comprehensive range of Williams and Bally Pinballs on offer as well as the new Streetfighter II Champion Edition. A quick walk towards town and down some stairs and I found that 'Space World' (owned by Keith Hunt and Colin Bowler from Amusement Machine Services) is also busy with the three Streetfighter II - Champion Edition machines being constantly played. This centre in the basement of the 'St. James Theatre Centre' is well established



Rodger
Newman -
Fun City



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

WHATS OUT

BASEBALL STARS 2 (S.N.K.)

Baseball is more than a sport in Japan, it is a virtual religion. In both professional and amateur arenas, the sport and its respective teams are followed, analysed, selected, inspected and bisected. Pro games are the scene of countless parties and revelry while the annual national high school tournament in August stokes regional rivalries to a fever pitch in an already compact country, even among 45-year old office workers. Game manufacturers on both sides of the Pacific seem to know the potential of the sport/religion and have released baseball consoles in commemoration of Opening Day. So now we come to Japan's entry into the baseball field, SNK's Baseball Stars 2.

The game makes a swing for the fence with its versatility. The action is primarily witnessed from the backstop, but when the action starts to pop, a number of viewing angles can be selected, each one giving the player the best possible view of the action.

Baseball Stars 2, not unlike the real contest, counts on power and speed to win. The game duplicates the effect of exercise and warming up on the human body... characters start out a little slow, but as the game progresses, they gradually get more powerful.

The games control bears a strong resemblance to the company's 2020 Super Baseball released last year and can be played a variety of ways. There's the man-to-man mode, that is player one vs. player two; then there's the one player mode, where a lone human can match skills with the computer. Once the game is in motion, though, things take on a life of their own. The movement of the ball is a visual rush in itself. With startlingly real 3-D graphics, it is incredibly easy to track the ball across the screen, perhaps even more so than in real life. The graphics have more depth and detail than previous games where a small white pixilated ball gradually gets larger. The animated motion is smoother, creating a more realistic effect.

Baseball Stars 2 has a league play option, of course, but there is a small switch. The two leagues, dubbed the Fighting League and the Exciting League are global in nature. The two leagues naturally consist of teams from America, Japan, Taiwan and Korea where baseball is becoming popular, as well as some non-baseball powers as well, such as Italy and Australia.



COSMO GANG THE VIDEO (NAMCO)

"Evil Mutant Space Creatures Steal U.S. President's Brain; Hijack World's Energy Reserves" scream the headlines of the Los Angeles Times. Or at least, that's what they will say if you don't stop the newest mutant space creature rage from Namco.

Cosmo Gang - The Video is the high-tech sequel to the enjoyable mutant carnival game and just the latest in a long line of space mutant-based games from Namco (Galaxian, Galage, Gapus, Galaga '88). Call it a hunch, but we are beginning to think that space creatures have it in for Earth.

Cosmo Gang has been a popular carnival game here, first in the home, then adapted for arcade use. In these previous games, cuddly, roly-poly evil space mutants came out of their respective spacecraft to steal the world's energy. (One assumes they were running low on their home planet.) Our mission was to prevent these cuddly, roly-poly, evil dealers of death from stealing it. Coming in rows of 4 or 5 across, they marched slowly at first, then got faster. Play in the carnival version went until all the energy was stolen or the clock ran out.

The video game has the same basic premise, but much more excitement. This is a one or two-player game that can be played in a number of ways, with the two players going either in tandem with or against each other.

Playing the game is an exercise in priorities. The player must, obviously, zap the aliens with their super-advanced ray gun (also known as a 2-directional lever and button). The aliens go on the march slowly at first, then get faster and faster. As they advance on their energy-sapping march, they gradually get faster and faster. As the game progresses, some of the evil space mutants dive-bomb and throw projectiles such as dangerous beach balls and basketballs at the player. The evil alien horde is fought off against a backdrop of eight eye-pleasing scenes, among them a scenic cliffside and a nighttime aerial view of Tokyo and an entertaining circus. There are a total of 40 stages plus a few bonus games included.



X-MEN

KONAMI'S NEW 'X-MEN' VIDEO GAME WILL WOW ACME SHOWGOERS IN SAN ANTONIO

"Magneto" and his Evil Mutants. The villains include "Pyro," whose fingertips shoot deadly fire, and "The Blob," whose massive body is virtually immovable.

When these mutants are dispatched of, the "X-Men" travel to "Island M"—"Magneto's" tropical hideout—where ferocious, mutated creatures such as tail-whipping lizards and carnivorous flowers attack the heroes. The "X-Men" must destroy the powerful "Wendigo" to gain access to the cave where the lovely "Kitty" is being held captive. The cave, unfortunately, has its own dangers in the form of mud monsters, giant bats and mini-tanks, as well as the wicked "White Queen" and "Juggernaut," "Professor X's" evil step-brother.

FINAL CONFLICT

The game's final level, which begins when "Kitty" and "Professor X" are rescued, sees the "X-Men" rocket to "Asteroid"—"Magneto's" high-tech, home base—in an effort to apprehend or destroy the evil character. But the task is a most difficult one, as Asteroid is a technological haven for "Magneto," featuring an assortment of deadly obstacles and weaponry.

Because of its unique accommodations, the six-player "X-Men" unit is much larger than the average video game, and features two horizontal monitors. One monitor is in a normal, upright position, while the other is

"laying down," with a mirror reflecting the image. Players control the characters' movements with an eightway joystick and three buttons—"attack," "jump," and "mutant power." The "mutant power" button enables the character to perform his special "villain-dispatching" feat.

The game, which has been in development since April, 1990, has been met with enthusiasm by the Marvel Comics braintrust, Hermansen noted. At present, Konami is among the more than 40 companies who have joined the roster of "X-Men" licensees.

"We've sent the Marvel group video tapes of the game, and they're very excited about it. They think that the way we've brought their characters to life in the game is very good," Hermansen said.

That enthusiasm has also been apparent among test-location operators and their customers, according to Hermansen.

"I just talked to a guy who put an 'X-Men' game in the front of the room, and he said that people did a double-take when they see it," Hermansen said. "The artwork on the game is so eye-catching, customers are immediately drawn to it. I couldn't be happier about the numbers the game is earning at our locations."

"We believe we are going to have a big hit on our hands with 'X-Men'," Hermansen added. "It should generate a lot of excitement at the ACME show. People will have to see this game to believe it."



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

Queen Street, AUCKLAND

and must certainly benefit when the theatre complex is busy.

Continuing down Queen St. towards the wharf I pass the 'McDonalds' but can't find the 'New Image' centre that used to sit next door. Certainly the building is still there but 'New Image' has now moved further down Queen St. into a basement shopping centre (making way for a K.F.C. outlet in what was perhaps the best arcade location in N.Z.)

Across the street to the 'Yifans' centre also located in a basement area of a theatre complex and under the signs proclaiming it as the largest centre in Auckland - and probably New Zealand. This centre is certainly busy and with over 200 games (all video's in 26" cabinets) including a good range of pinball and dedicated machines, it seems to cater to all tastes. Yifan (owner) and



Yifan's centre

Barry (manager) are both working hard.

Further down Queen St. meets Custom St. and here on opposite corners (just around from the Auckland bus terminal) are two more arcades.

The Games Centre (two floors of games) is busy and opposite it is 'Stage Entertainment Centre' owned by Maarten Boogart and managed by Kevin Grundy (Auckland Coin Sales). This centre is busy with a good range of video's (all 26"), simulators and pinballs. The pinballs



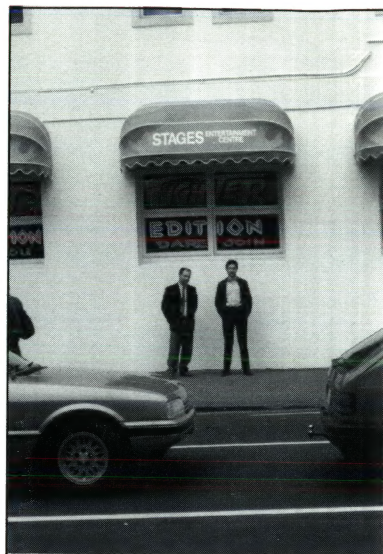
Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

Queen Street, AUCKLAND

are supplied and serviced by Phil Ward who delights in operating only pinballs throughout Auckland. Phil runs only the best units and clearly the market has now caught up with the faith he has had in pinballs over the years and judging by some of the figures new pinballs take, Phil will soon be buying yet another BMW for his wife.



Hard driving in its own special enclosure at Stages



Robert Briggs / Maarten Boogart outside 'Stages'



Phil Ward in 'Stages'



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

X-MEN

KONAMI'S NEW 'X-MEN' VIDEO GAME WILL WOW ACME SHOWGOERS IN SAN ANTONIO

BUFFALO GROVE, Ill.—The “X-Men,” longtime Marvel Comics superheroes, are exploding onto the coin-op scene in Konami’s new “X-Men” viddie. Available as a revolutionary six-player dedicated unit, “X-Men” made its debut at the ACME “Fiesta,” slated for March 15-17 in San Antonio.

“This game has some tremendous potential—it has been making a phenomenal amount of money at our test locations,” said Konami’s Mary Hermansen. “The characters are absolutely wonderful and the graphics are just fabulous. Each character has a unusual and unique power he or she utilizes to do away with the bad guys. It’s easy to see why the ‘X-Men’ series has been so popular throughout the years.”

Popular indeed. First published in 1963, “X-Men” has grown into the comic book industry’s best selling series. In 1991, Marvel expanded the “X-Men” franchise to eight monthly titles—generating monthly sales of three million copies per month (and 36 million per year). That success will make a leap to television in the fall, when the “X-Men” animated series premieres on The Fox Network.

Licensed through Marvel Comics, and in development since 1990, Konami’s “X-Men” viddie features six of the series’ most popular super-human mutant characters: “Cyclops” —who blasts his evil enemies with an optic force beam from his eye, proving, once again, that “looks can kill;” “Colossus” — who possesses the unique ability to transform his skin into steel;

“Wolverine”—a tough cookie who is blessed with an unbreakable adamantium skeleton and retractable claws; “Storm”—a mysterious African princess who can control the weather with her mind—and is able to create tornadoes to dispatch of the enemy in a swirling wind of devastation; “Nightcrawler”—a retired circus acrobat whose name reflects the opposite of his lightning-fast physical abilities; and “Dazzler”—a foxy actress who can convert sound into sonic light blasts. “My personal favourite among the

‘X-Men’ is ‘Storm,’” Hermansen noted. “You really have to see how she whips up a tornado to wipe out the bad guys. But all of the characters are very unique and interesting. ‘Nightcrawler’ can travel from one end of the screen to the other in a flash with his ‘teleporting’ power. He travels in a blur, with accompanying sound effects.”

The “X-Men” are commissioned to find “Professor X,” who has had the misfortune of falling into the grimy hands of the dastardly



X-MEN INCOME SHEET

X-MEN 6-PLAYER...
HERE'S THE TRUTH IN BLACK & WHITE!

Week 1				First 2 weeks - Chicagoland Arcade				Week 2			
RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY
1	**X-MEN**	\$1548.00	221.14	1	**X-MEN**	\$1706.00	243.71	1	**X-MEN**	\$1706.00	243.71
2	STREETFIGHTER II	645.00	92.14	2	STREETFIGHTER II	742.00	106.00	2	STREETFIGHTER II	742.00	106.00
3	FINAL LAP S/D	561.00	80.14	3	HARD DRIVIN'	630.00	90.00	3	HARD DRIVIN'	630.00	90.00
4	CAPTAIN AMERICA	525.00	75.00	4	FINAL LAP S/D	569.00	81.29	4	FINAL LAP S/D	569.00	81.29
5	WRESTLEFEST	505.00	72.14	5	CAPTAIN AMERICA	549.00	78.43	5	CAPTAIN AMERICA	549.00	78.43

Week 1				First 2 weeks - Minneapolis Arcade				Week 2			
RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY
1	**X-MEN**	\$1314.00	187.71	1	**X-MEN**	\$987.00	141.00	1	**X-MEN**	\$987.00	141.00
2	TERMINATOR 2 VIDEO	719.00	102.71	2	TERMINATOR 2 VIDEO	626.00	89.43	2	TERMINATOR 2 VIDEO	626.00	89.43
3	STREETFIGHTER II	528.00	75.43	3	SUPER HIGH IMPACT	476.00	68.00	3	SUPER HIGH IMPACT	476.00	68.00
4	TOTAL CARNAGE	429.00	61.29	4	STREETFIGHTER II	406.00	58.00	4	STREETFIGHTER II	406.00	58.00
5	KNIGHTS OF THE ROUND	392.00	56.00	5	KNIGHTS OF THE ROUND	341.00	48.71	5	KNIGHTS OF THE ROUND	341.00	48.71

Week 1				First 2 weeks - Ohio Arcade				Week 2			
RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY
1	**X-MEN**	\$1151.00	164.43	1	**X-MEN**	\$1011.00	144.43	1	**X-MEN**	\$1011.00	144.43
2	STREETFIGHTER II	523.00	74.71	2	STREETFIGHTER II	522.50	74.64	2	STREETFIGHTER II	522.50	74.64
3	KNIGHTS OF THE ROUND	329.00	47.07	3	WRESTLEFEST	317.25	45.32	3	WRESTLEFEST	317.25	45.32
4	TERMINATOR 2 VIDEO	315.25	45.04	4	CAPTAIN AMERICA	299.25	42.75	4	CAPTAIN AMERICA	299.25	42.75
5	TOTAL CARNAGE	300.75	42.96	5	KNIGHTS OF THE ROUND	276.00	39.43	5	KNIGHTS OF THE ROUND	276.00	39.43

Week 1				First 2 weeks - New York Arcade				Week 2			
RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY
1	**X-MEN**	\$2009.00	287.00	1	**X-MEN**	\$1986.00	283.71	1	**X-MEN**	\$1986.00	283.71
2	TERMINATOR 2 VIDEO	615.00	87.86	2	STREETFIGHTER II	602.00	86.00	2	STREETFIGHTER II	602.00	86.00
3	STREETFIGHTER II	585.00	83.57	3	TERMINATOR 2 VIDEO	589.00	84.14	3	TERMINATOR 2 VIDEO	589.00	84.14
4	STEEL TALONS	577.00	82.43	4	STEEL TALONS	468.00	66.86	4	STEEL TALONS	468.00	66.86
5	ROAD RIOT	521.00	74.43	5	B.O.T.T.S	453.00	64.71	5	B.O.T.T.S	453.00	64.71

First week - California Bowling Alley				First week - California Arcade			
RANK	GAMES	TOTAL INCOME	PER DAY	RANK	GAMES	TOTAL INCOME	PER DAY
1	**X-MEN**	\$1299.00	185.57	1	**X-MEN**	\$1156.00	165.14
2	FINAL LAP 2	790.00	112.86	2	TERMINATOR 2 VIDEO	575.00	82.14
3	TERMINATOR 2 VIDEO	738.00	105.43	3	STEEL TALONS	500.00	71.43
4	TOTAL CARNAGE	718.00	102.57	4	STREETFIGHTER II	350.00	50.00
5	STREETFIGHTER II	587.00	83.86	5	ROAD RIOT S/D	245.00	35.00

KONAMI®

KORTEK MONITORS

20" MONITOR

SPECIFICATIONS	KTH - F20
C RT	20"90° Deflection In-Line Type
Input Signal	Separate
R.G.B Video Signal Level	2.5V - 5V P-P (Positive)
Sync Signal Level	0.5V - 5V P-P H/V Composite or H/V Separate Negative or Positive
Scanning Frequency	Horizontal 15.75KHz, Vertical 60Hz
Video Bandwidth	6MHz
Resolution (Centre)	320 TV Line
Display Area	H-365mm V-274mm
Input Connector (Signal)	6 Pin Connector (AMP)
Power Source (Main)	1-1 20VAC, 50/60Hz, 2-130VDC
Power Source (Deguasse)	220VAC + 15%
Power Consumption	70W



**ONLY
\$480
each**

**Chassis
available
separately if
required only
\$260**

26" MONITOR

SPECIFICATIONS	KTX - 2602S
C RT	Separate
R.G.B Video Signal Level	2.5V - 5V P-P (Positive)
Sync Signal Level	1.5V - 5V P-P H/V Composite or H/V Separate Negative or Positive
Scanning Frequency	Horizontal 15.75KHz, Vertical 60Hz
Video Bandwidth	10MHz
Resolution (Centre)	
Input Connector (Signal)	6 Pin Connector
Power Source (Main)	100VAC, 50/60Hz
Power Consumption	85W



**ONLY
\$890
each**

**Chassis
available
separately if
required only
\$455**



EXCITING SOFTWARE LINE-UP!



This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.